

FIG. 1

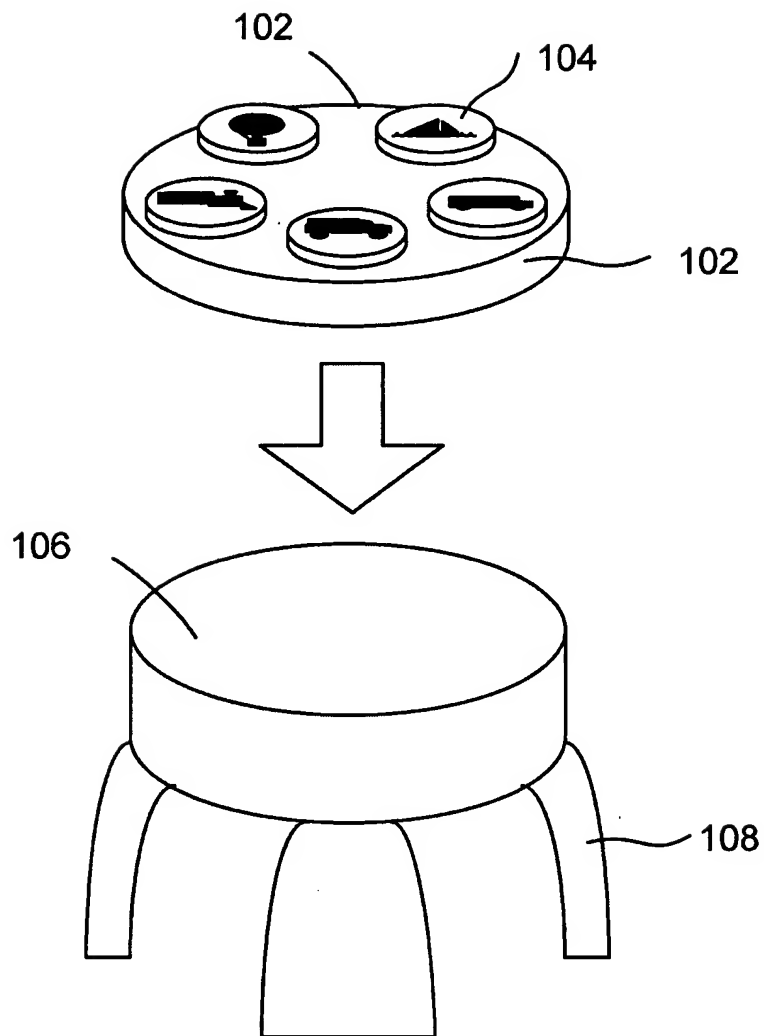


FIG. 2

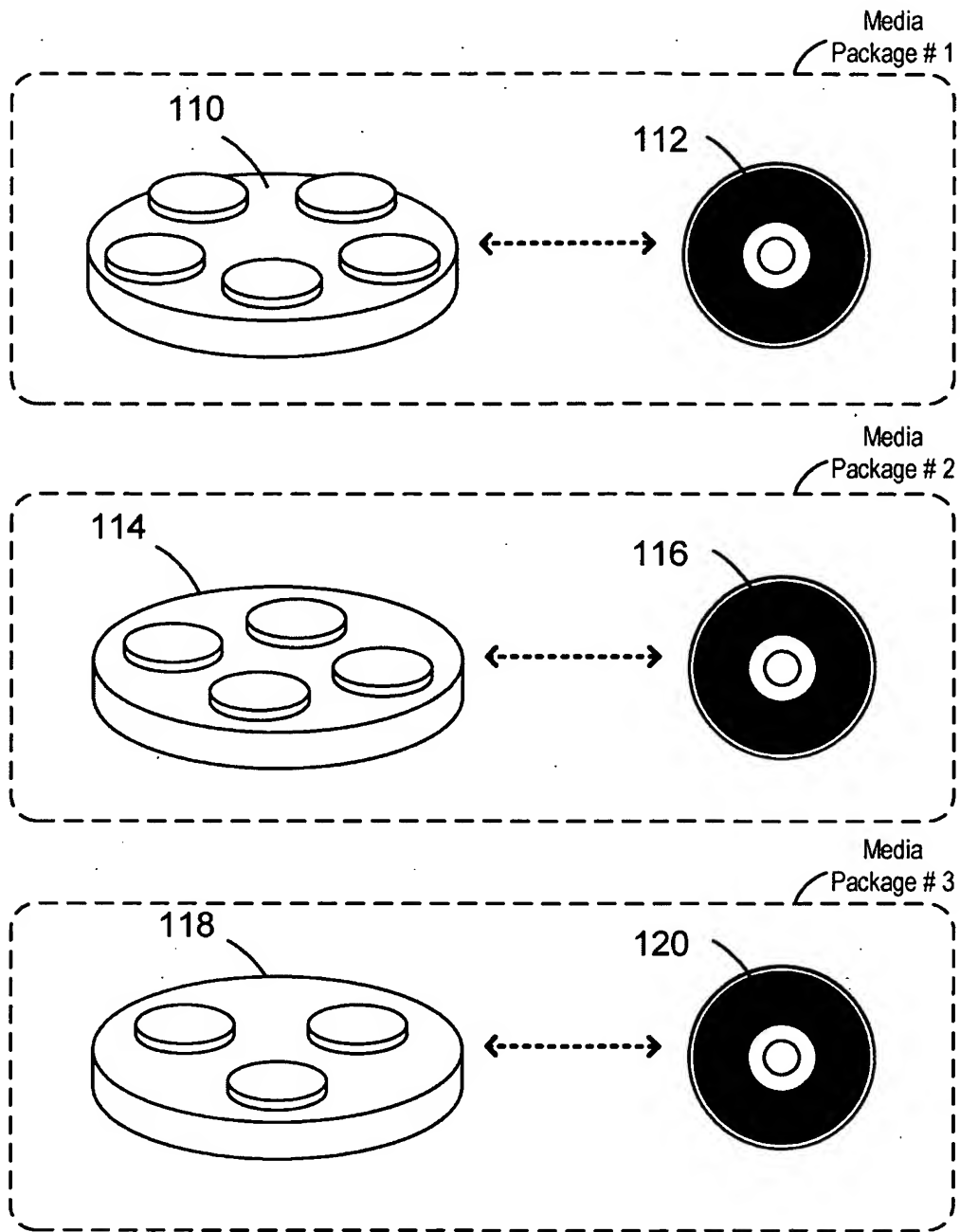


FIG. 3

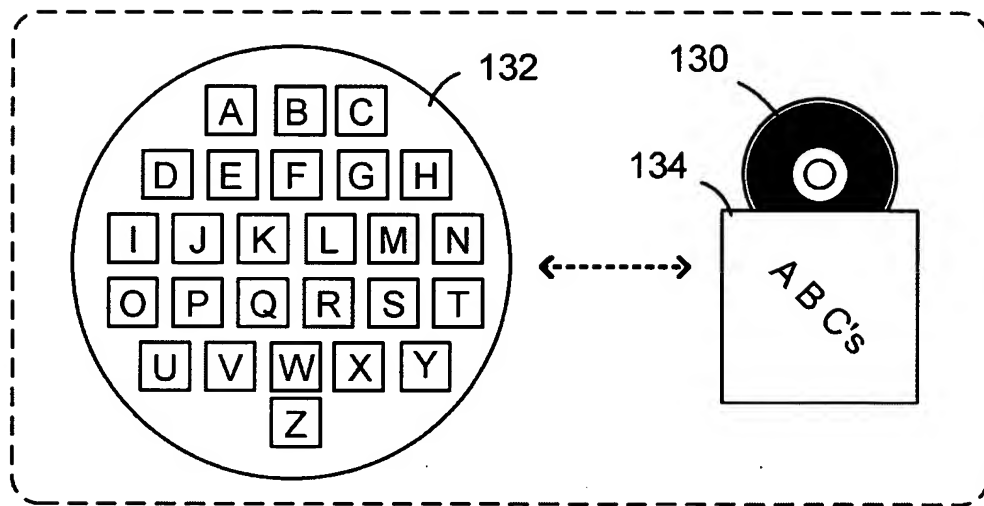


FIG. 4

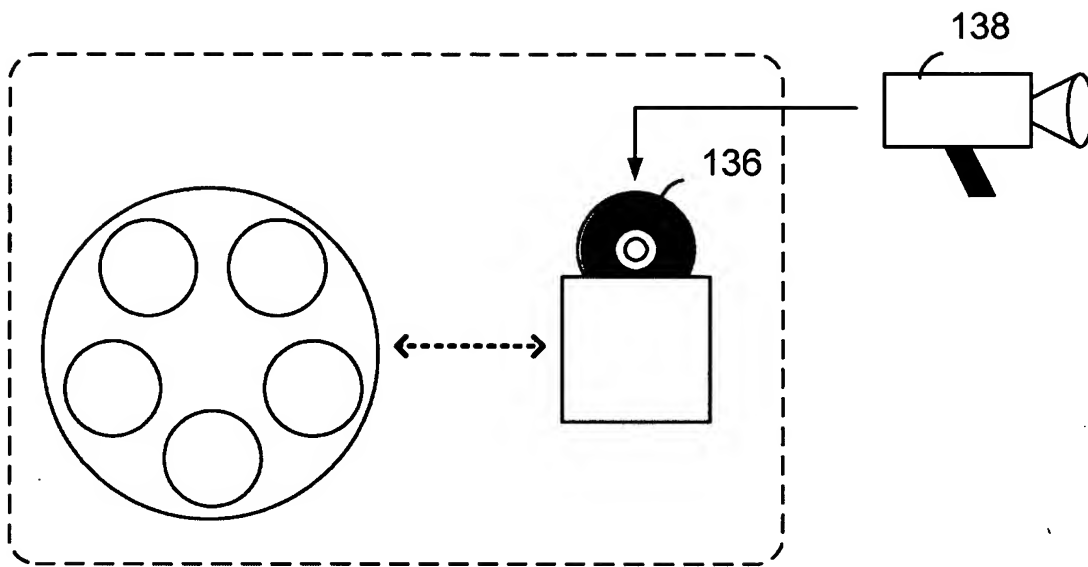


FIG. 5

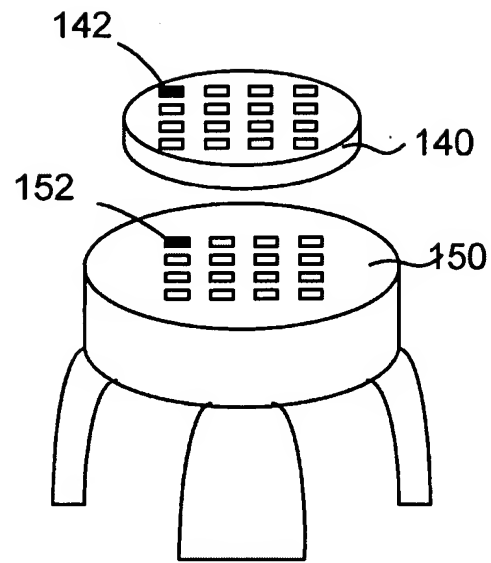


FIG. 6

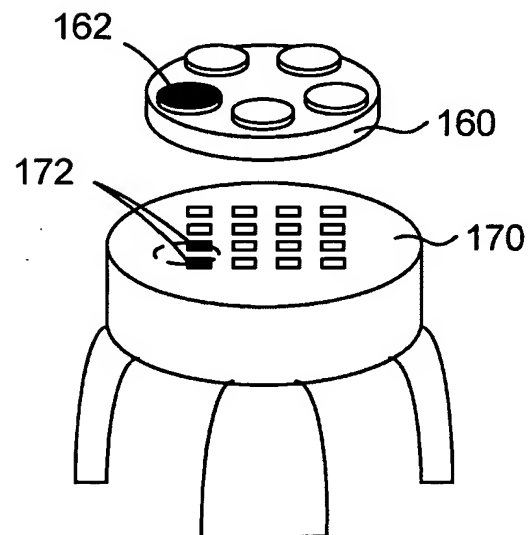


FIG. 7



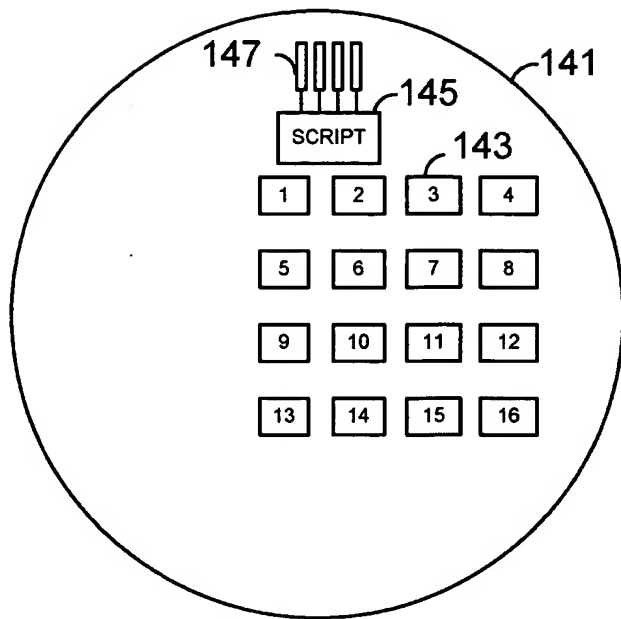


FIG. 8

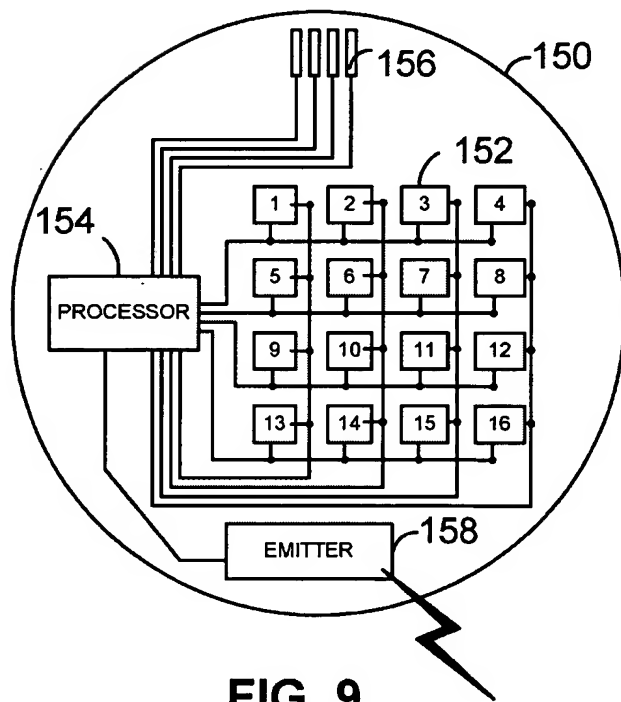


FIG. 9

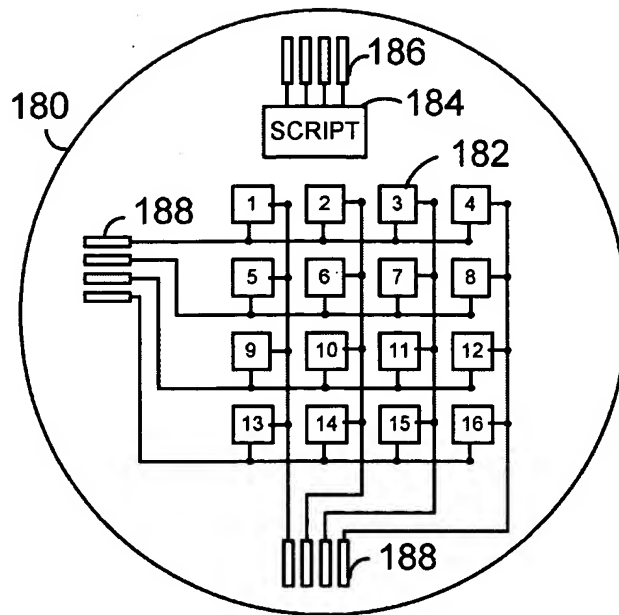


FIG. 10

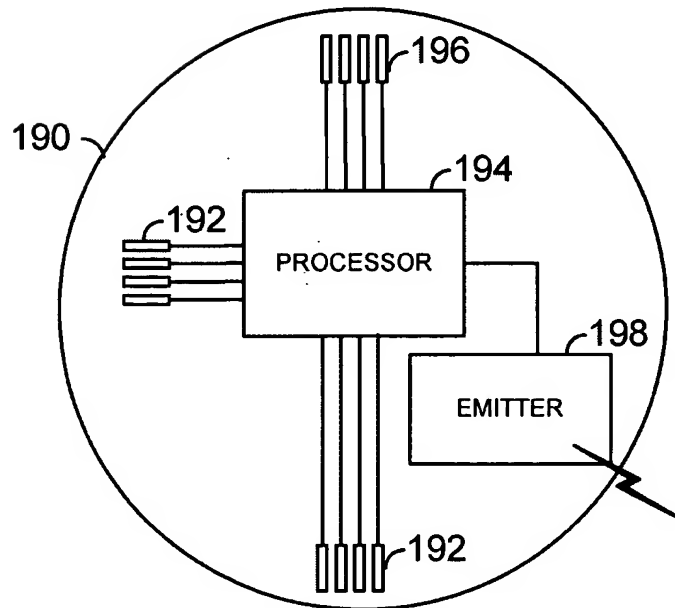


FIG. 11


```
<PushPlay scriptType="1" scriptId="00001">  
  <Button id="Button0" name="Monkey">  
    <ChapterSeek chapter="7" />  
    <Sleep seconds="3"/>  
  </Button>  
</PushPlay>
```

FIG. 12

```
<PushPlay scriptType="1" scriptId="00001">  
  <Button id="Button0" name="Monkey">  
    <ChapterSeek chapter="7" />  
    <Sleep seconds="3"/>  
    <TimeSeek time="000716"/>  
    <Sleep seconds="3"/>  
  </Button>  
</PushPlay>
```

FIG. 13

```
<PushPlay scriptType="1" scriptId="00001">  
  <Button id=Button0" name="Monkey">  
    <command.....  
    <command....  
  </Button>  
  
  <Button id=Button1" name="Tiger">  
    <command....  
    <command...  
  </Button>  
</PushPlay />
```

FIG. 14

```
<If id="MonkeyCounter" oper="eq" value="0">  
  <ChapterSeek chapter="7" />  
  <Pause />  
</If>
```

FIG. 15

```
<codes>  
  <key name="power" value="0x2BE141"/>  
  <key name="1" value="28117E"/>  
  <key name="eject" value="29016F"/>  
</codes>
```

FIG. 16

```

<PushPlay scriptType="1" scriptId="00001">

  <!-- Monkey Button -->
  <Button id="Button0" name="Monkey">

    <!-- first time -->
    <If id="MonkeyCounter" oper="eq" value="0">
      <ChapterSeek chapter="7" />
      <Pause/>
      <Set id="MonkeyCounter" value="1"/>
    </If>

    <!-- second time -->
    <If id="MonkeyCounter" oper="eq" value="1">
      <ChapterSeek chapter="10" />
      <Pause/>
      <Set id="MonkeyCounter" value="0"/>
    </If>
  </Button>

  <!-- Elephant Button -->
  <Button id="Button1" name="Elephant">

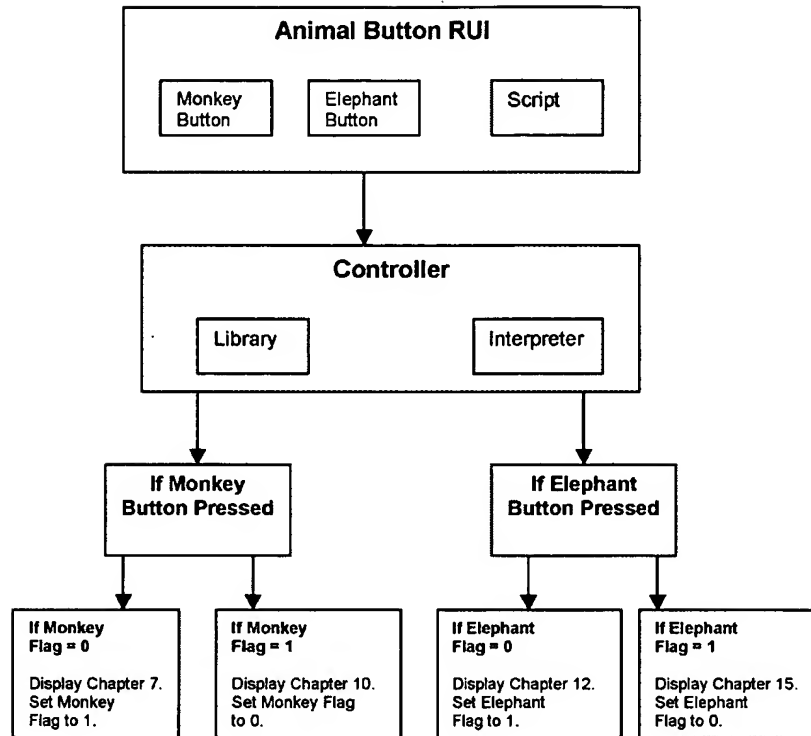
    <!-- first time -->
    <If id="ElephantCounter" oper="eq" value="0">
      <ChapterSeek chapter="12" />
      <Pause/>
      <Set id="ElephantCounter" value="1"/>
    </If>

    <!-- second time -->
    <If id="ElephantCounter" oper="eq" value="1">
      <ChapterSeek chapter="15" />
      <Pause/>
      <Set id="ElephantCounter" value="0"/>
    </If>
  </Button>

</PushPlay>

```

FIG. 17

**FIG. 18**

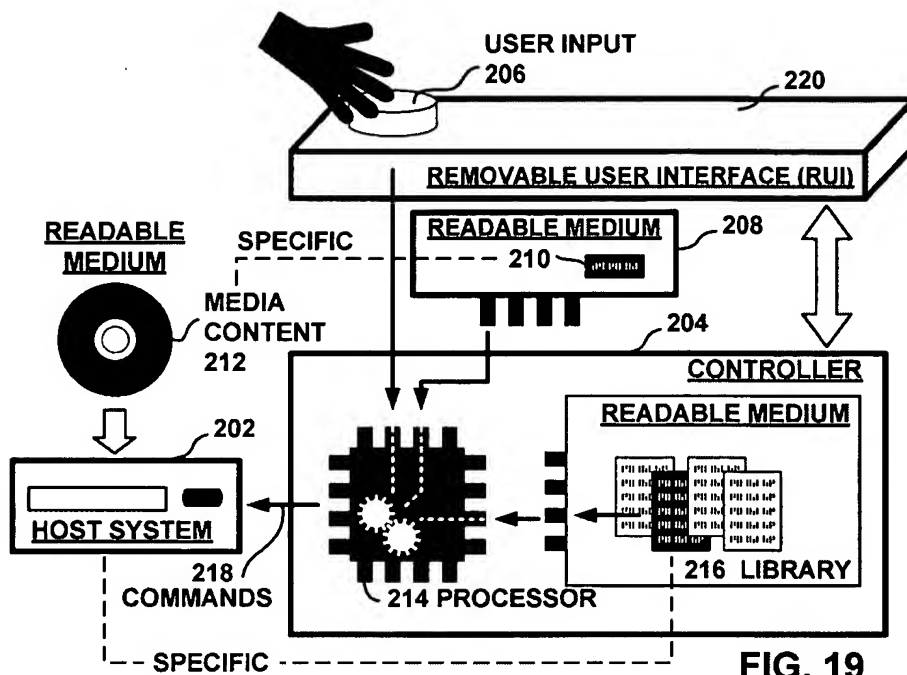


FIG. 19

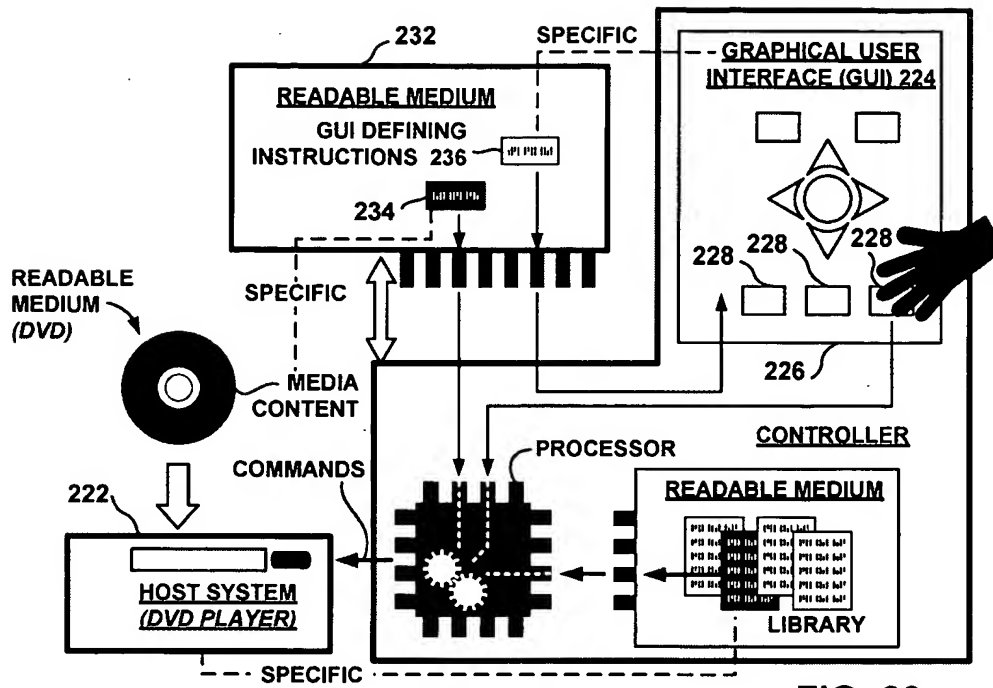
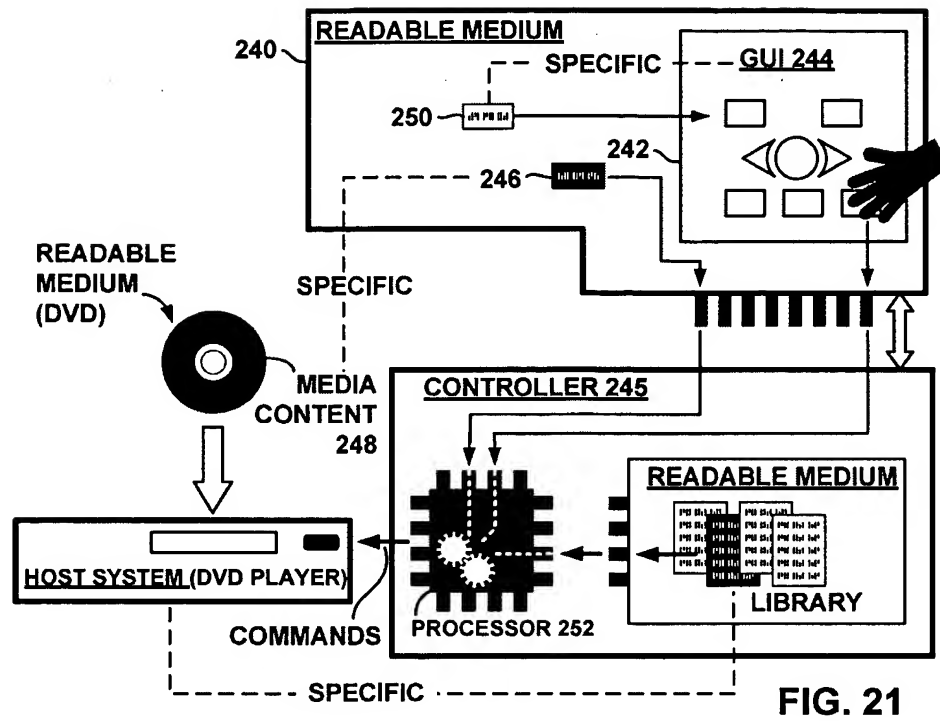
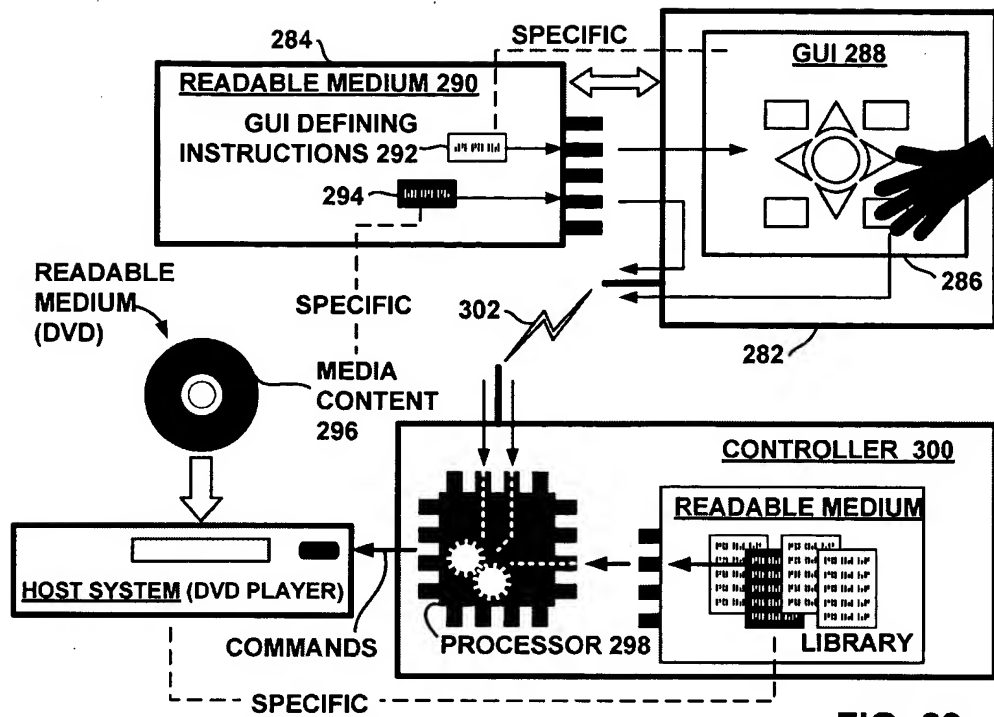
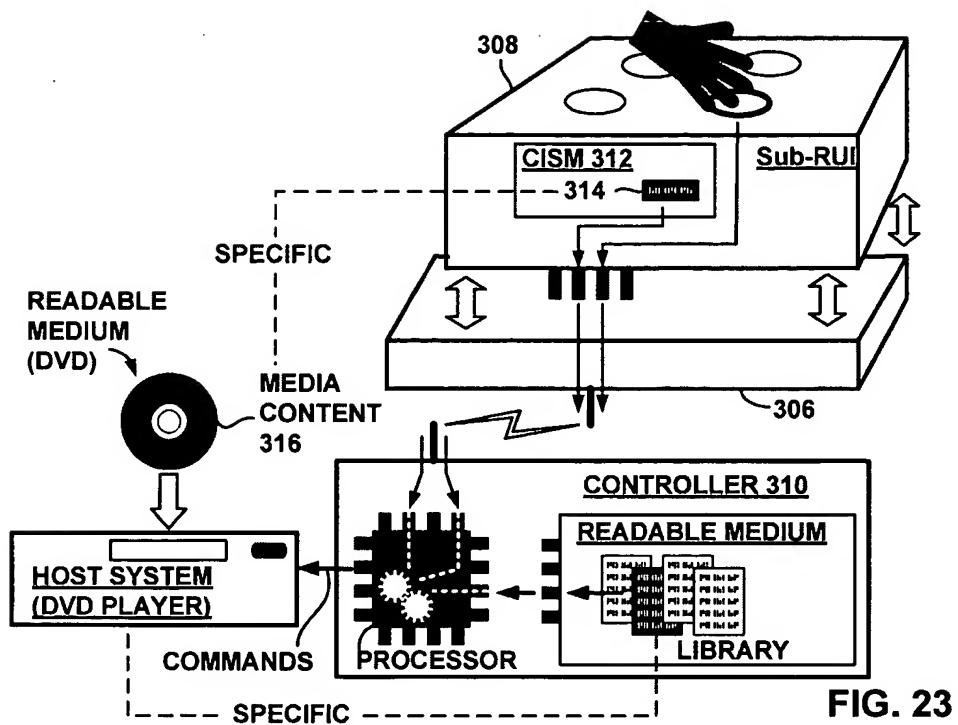


FIG. 20







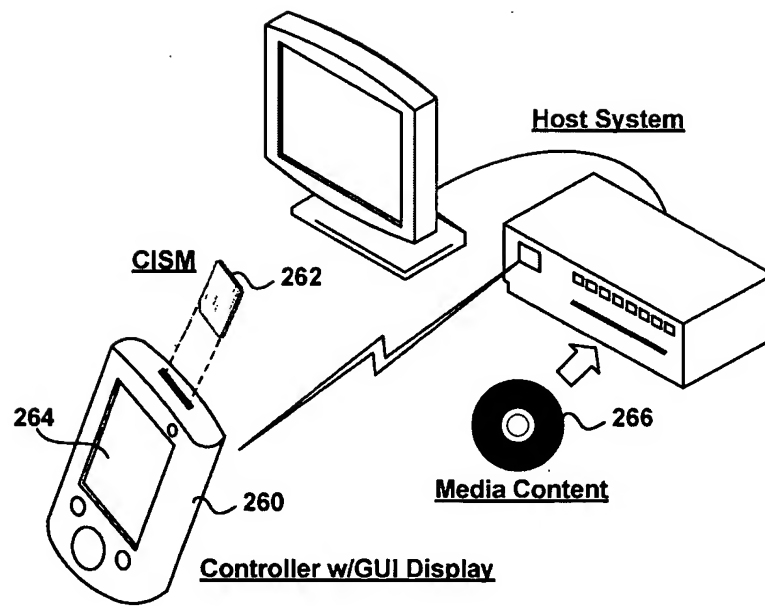


FIG. 24

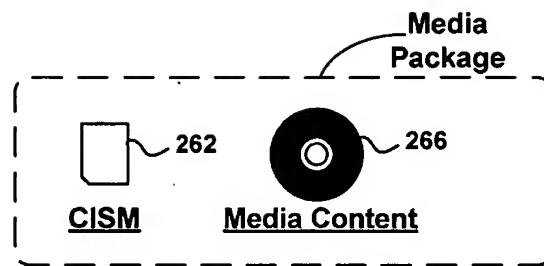


FIG. 25

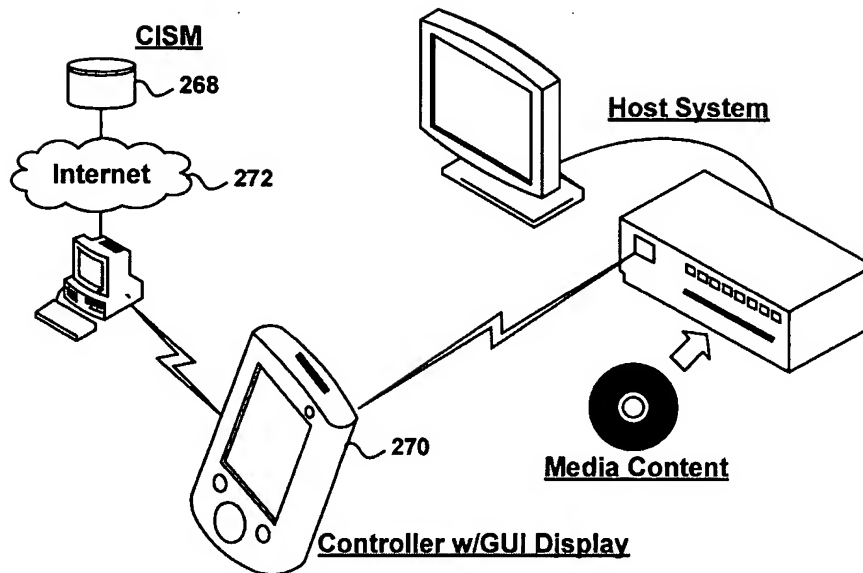


FIG. 26

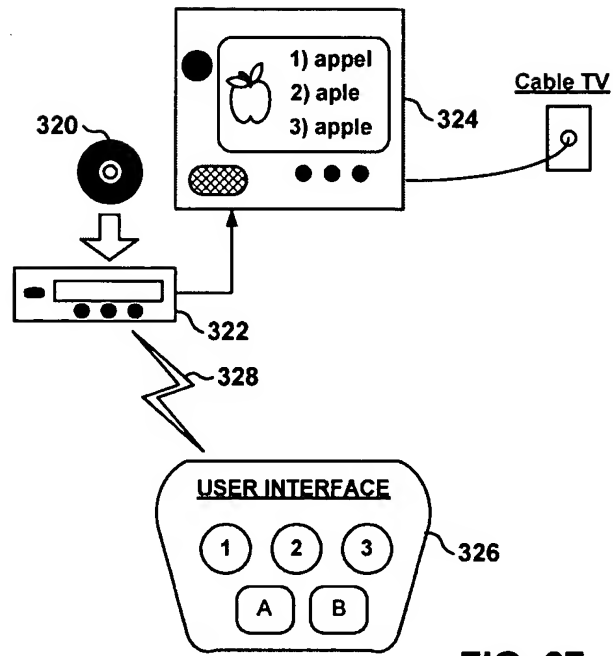


FIG. 27

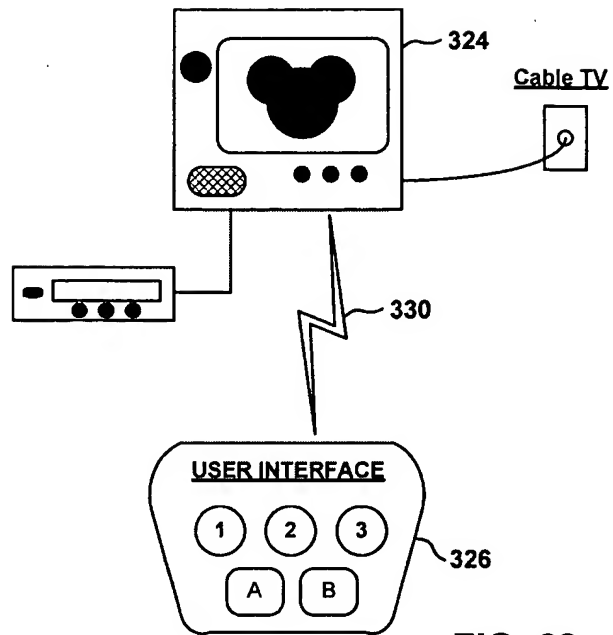


FIG. 28

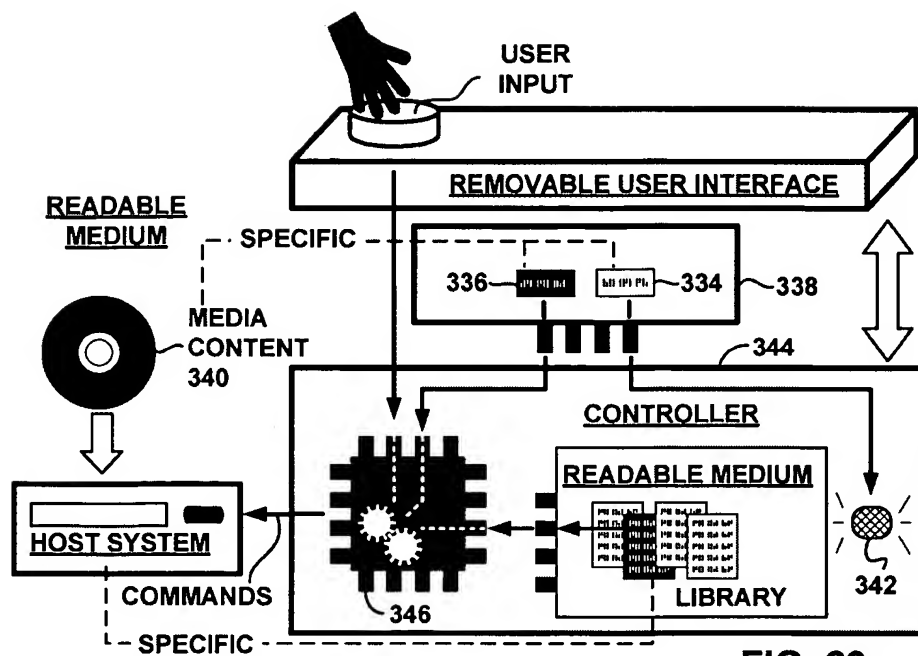


FIG. 29

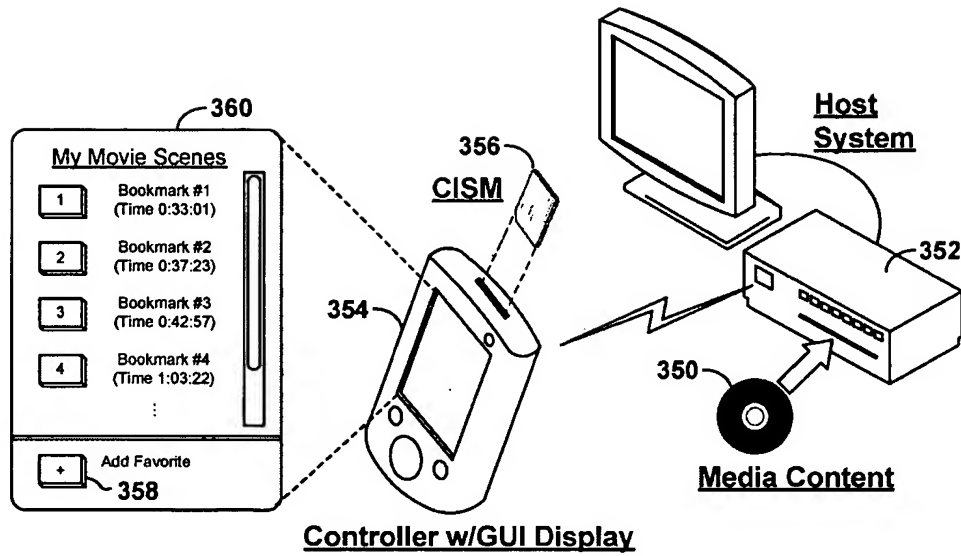


FIG. 30

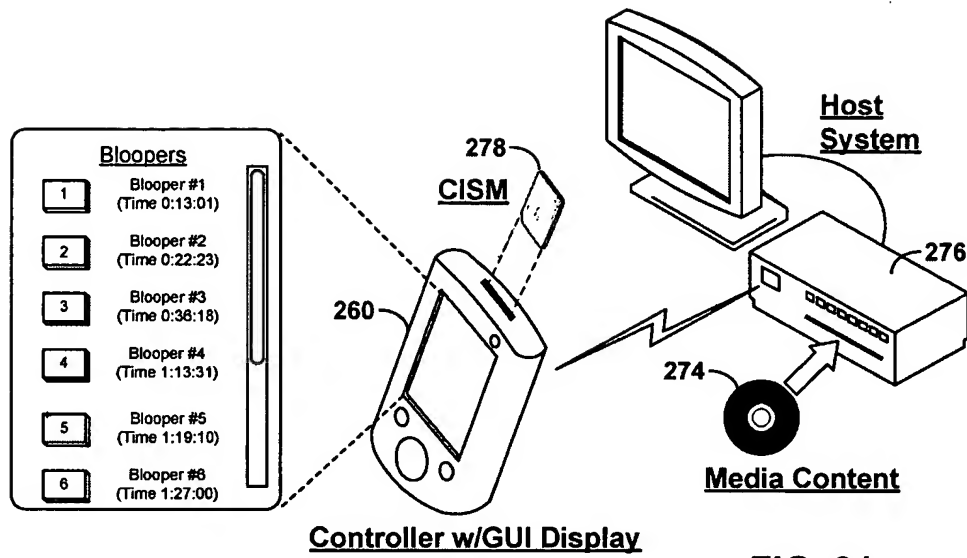


FIG. 31

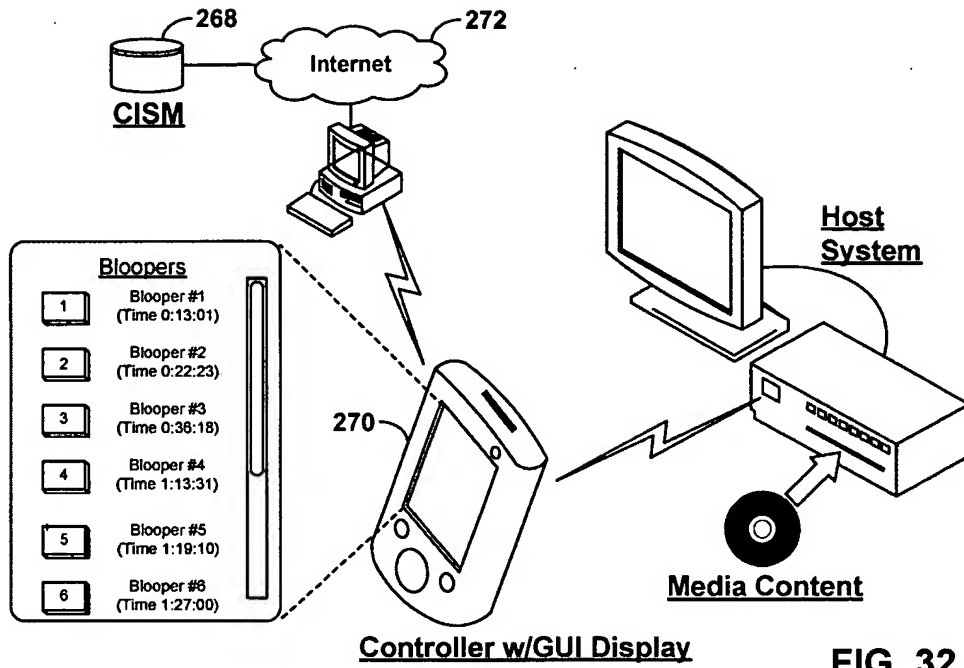


FIG. 32

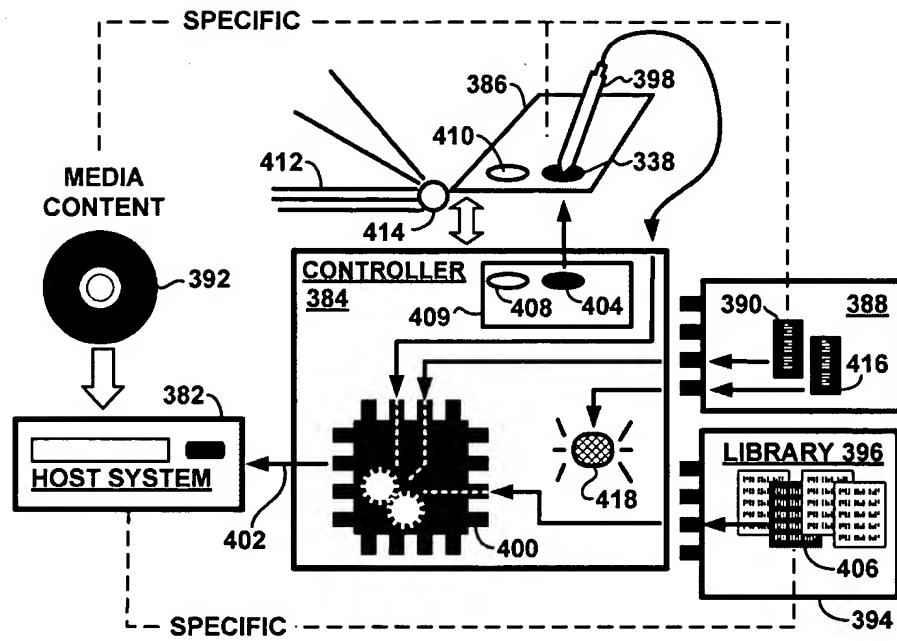


FIG. 33

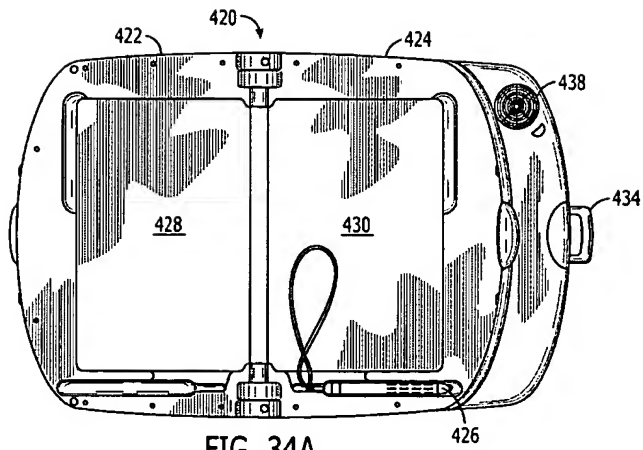


FIG. 34A

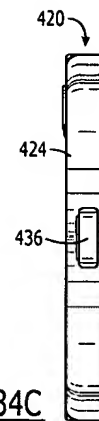


FIG. 34C

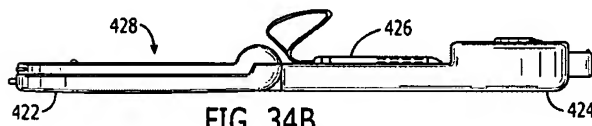


FIG. 34B

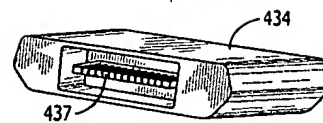


FIG. 34D

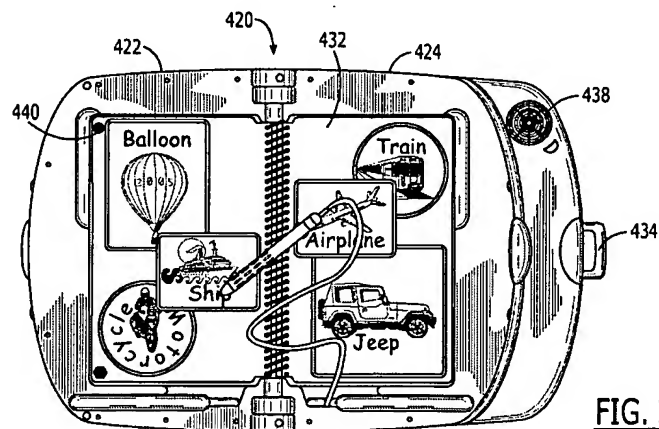


FIG. 35

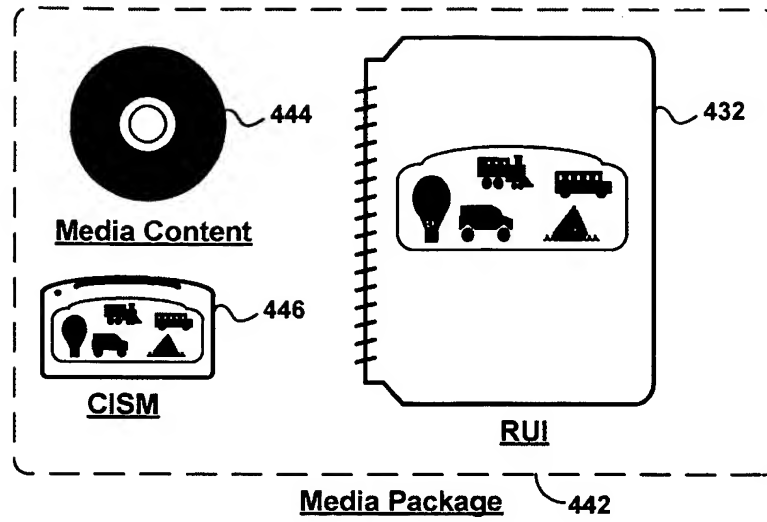
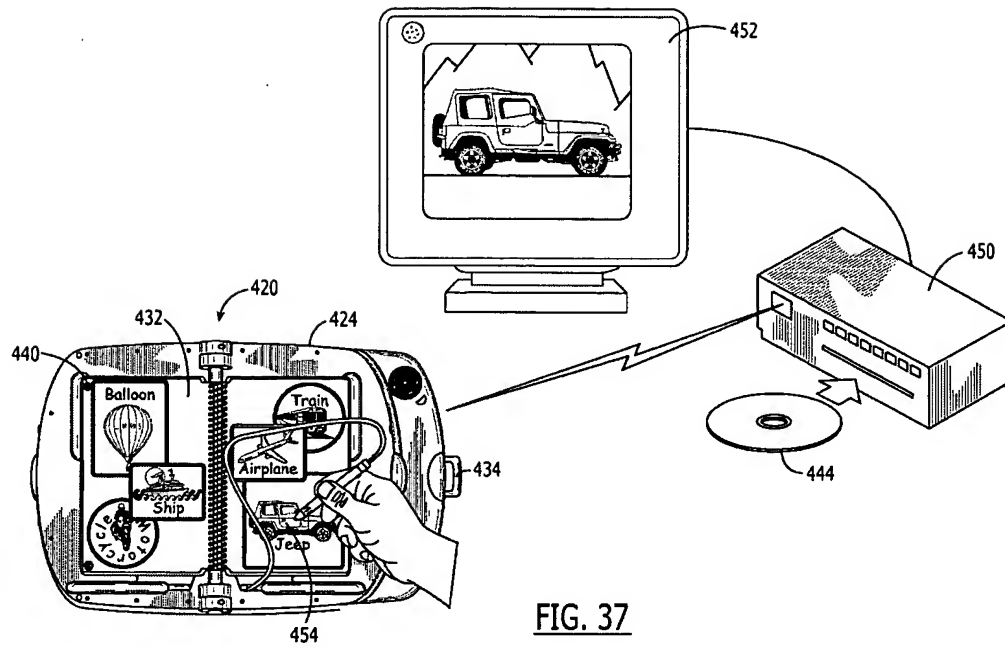


FIG. 36



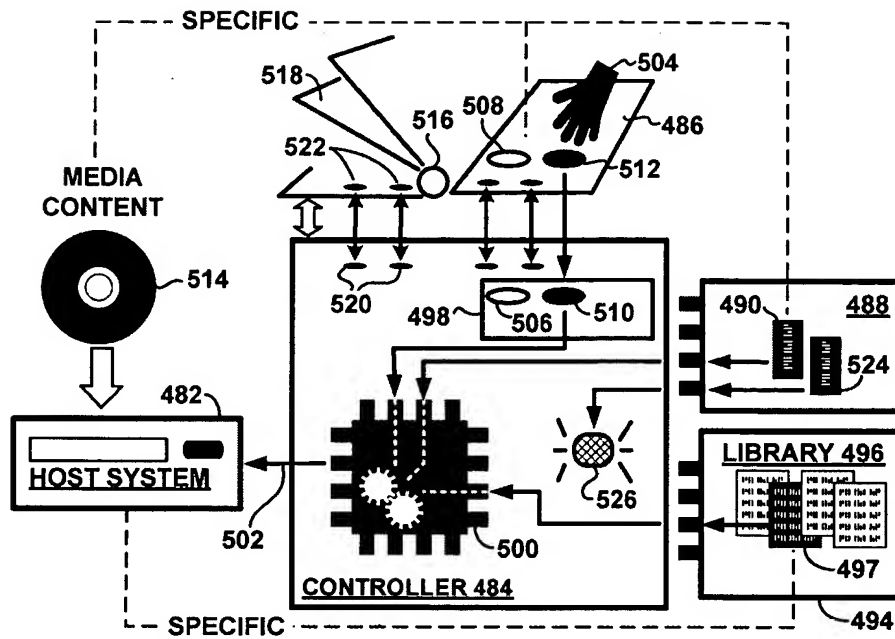
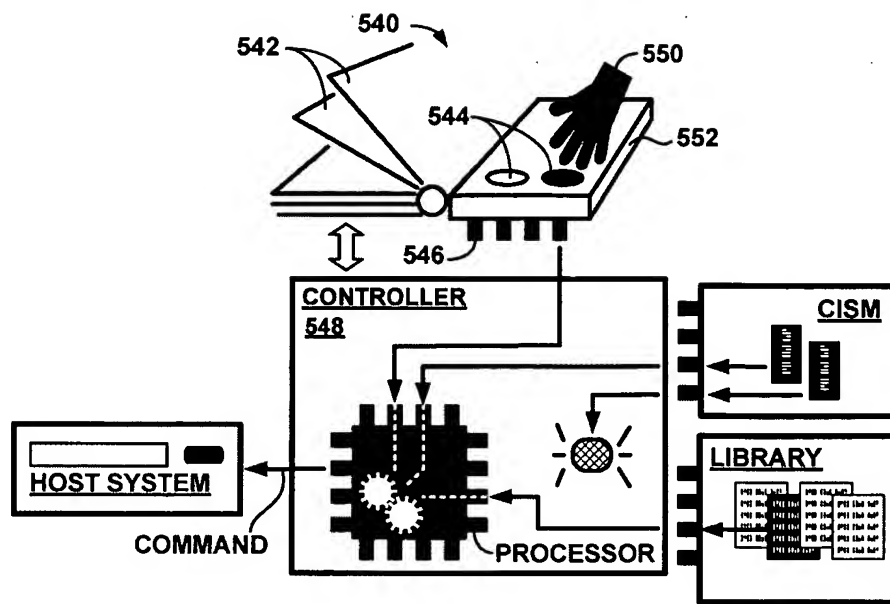


FIG. 38

**FIG. 39**

